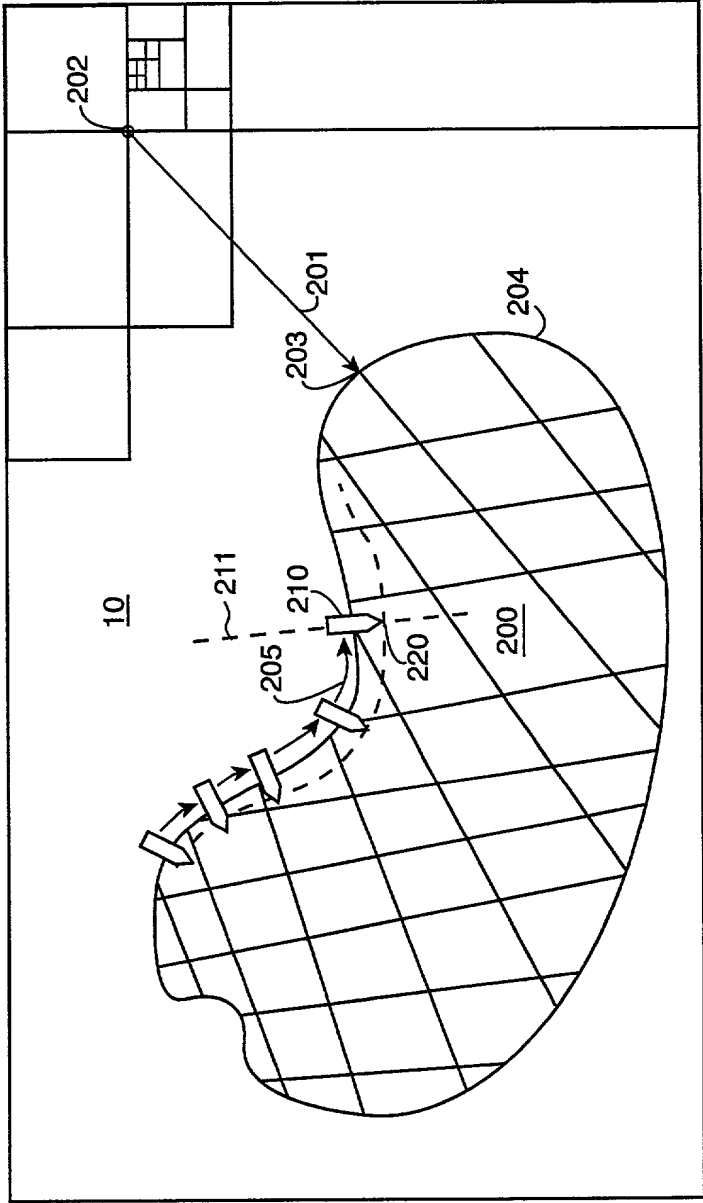


FIG. 1

[illegible]

**FIG. 2**



FIG. 3a



FIG. 3b

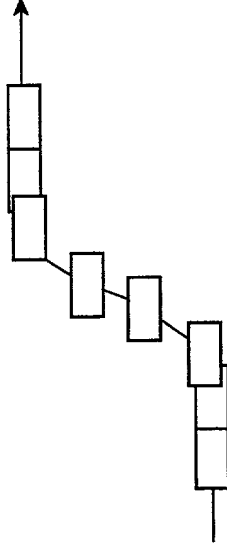


FIG. 3c

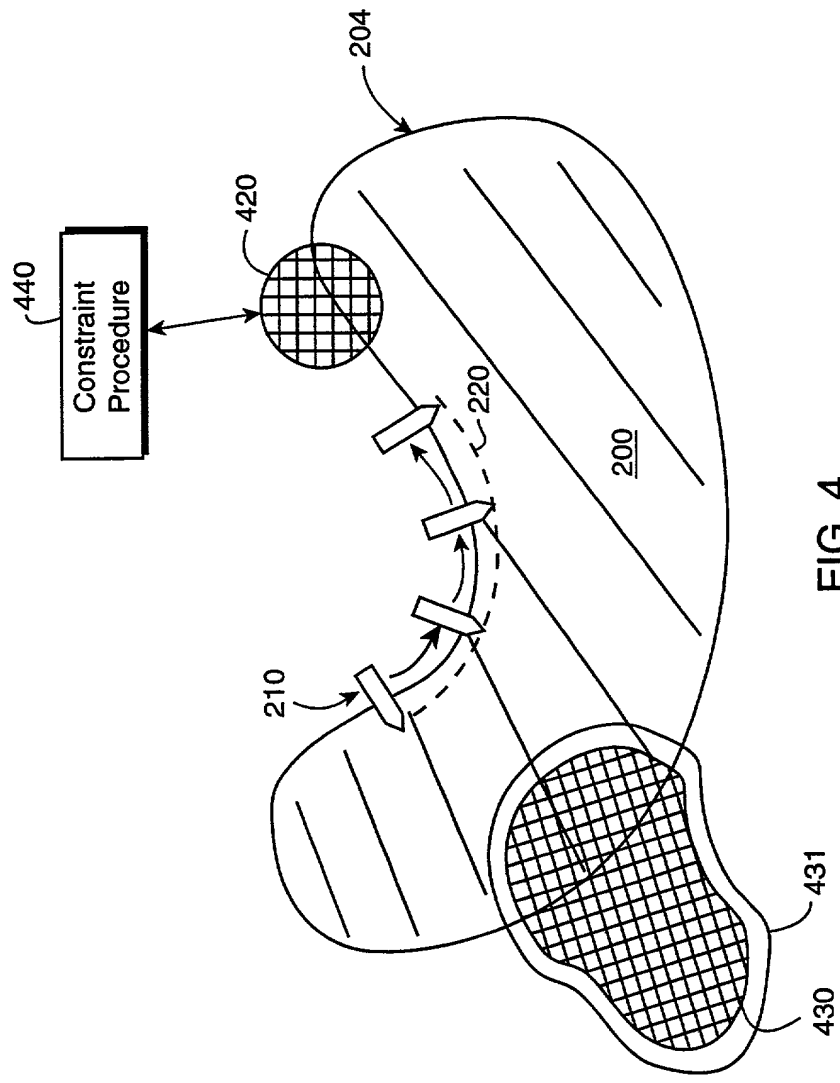


FIG. 4

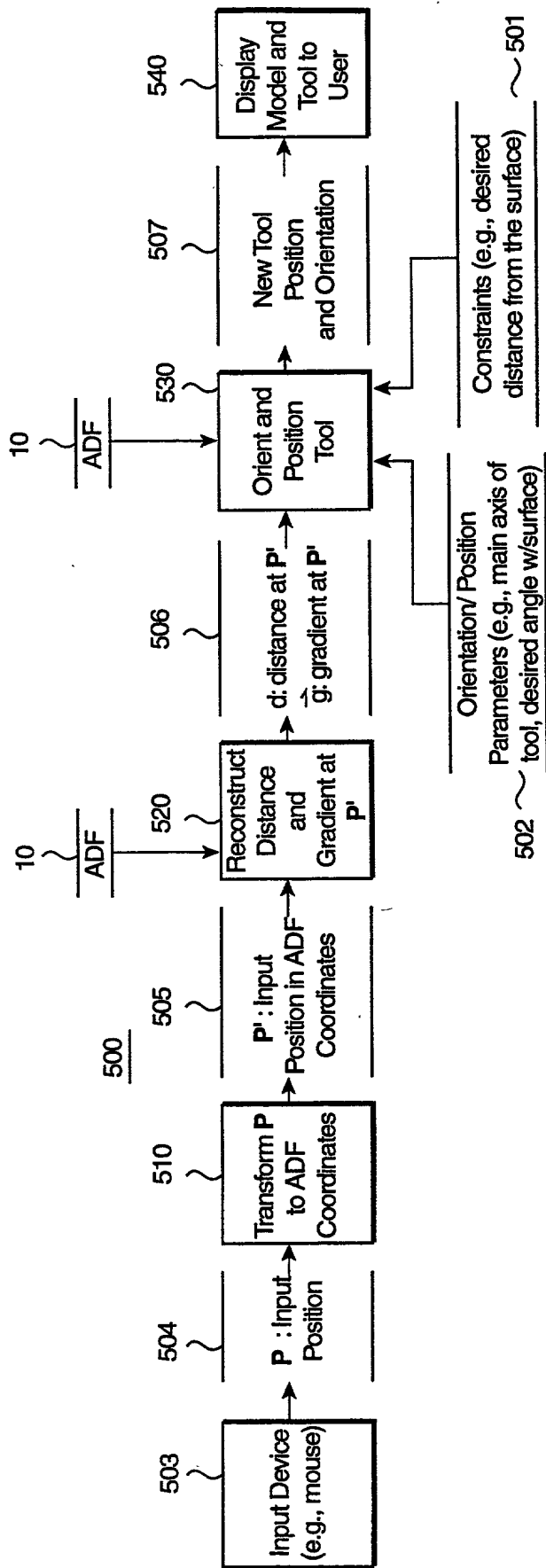
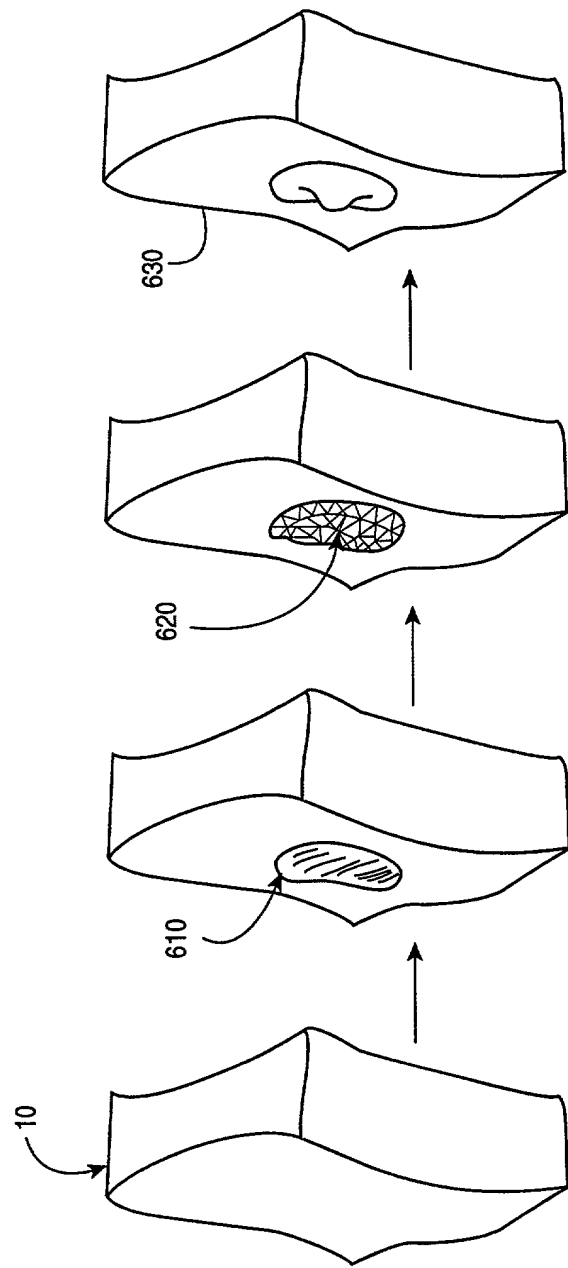


FIG. 5

FIG. 6



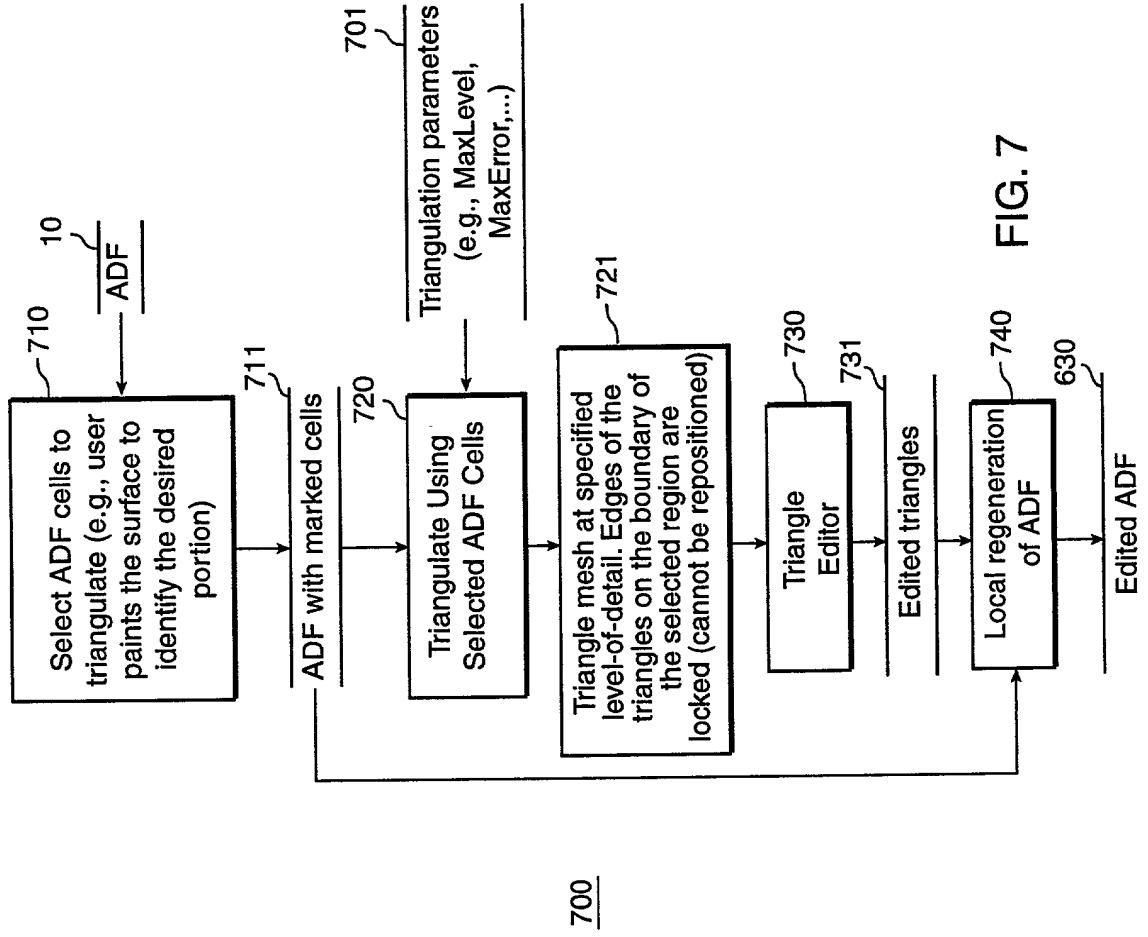


FIG. 7

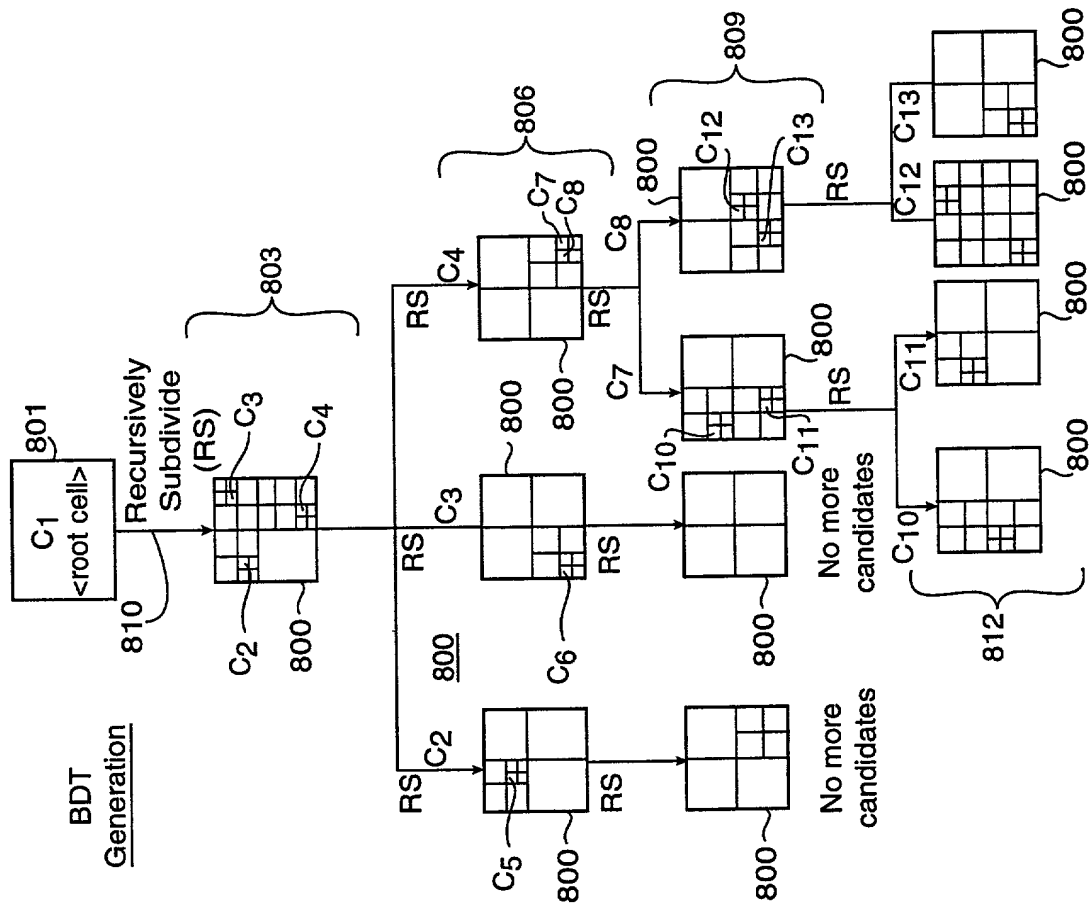


FIG. 8

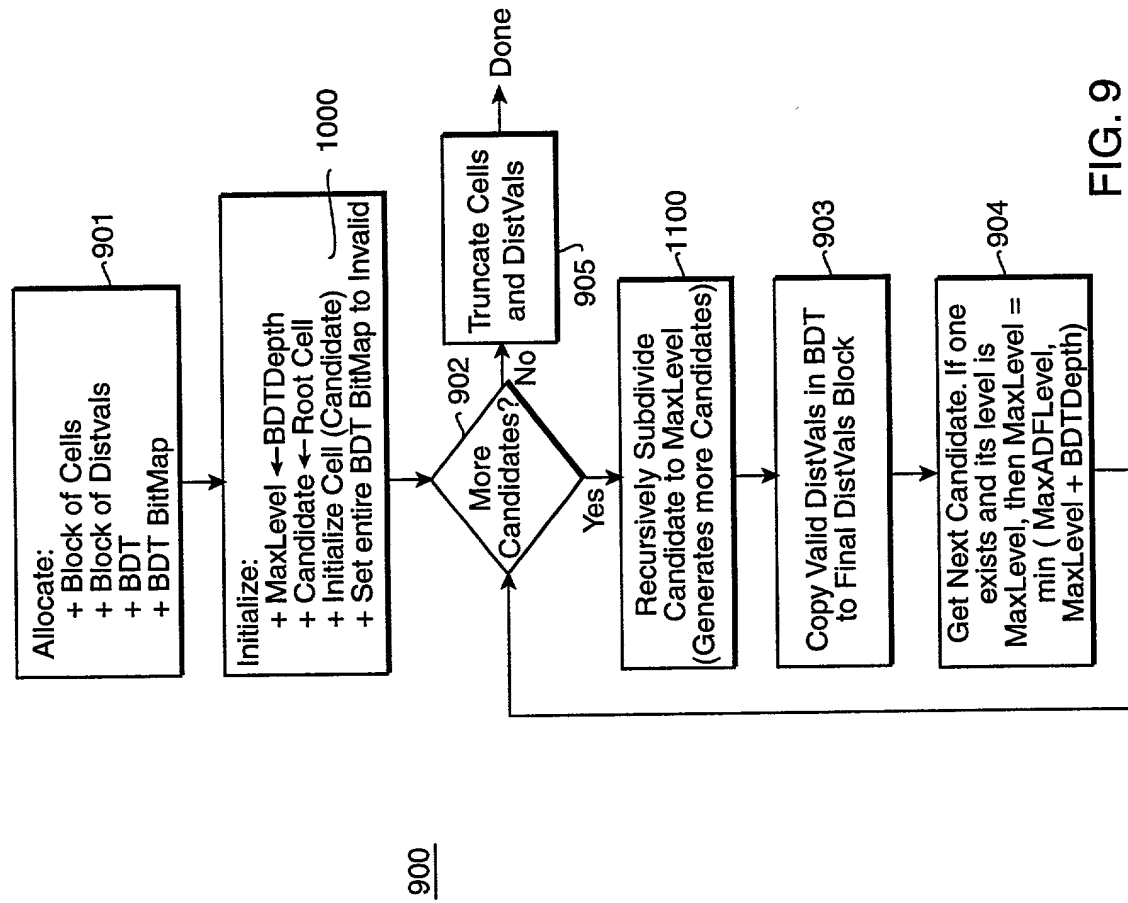


FIG. 9

FIG. 10 is a block diagram of a method for computing cell error. The method includes: 1001: Initialize Cell Fields (e.g., Parent, Bounding Box, Level, ...); 1009: Compute cell error. Uses BDT to avoid redundant distance computations; 1000: Set Cell Error.

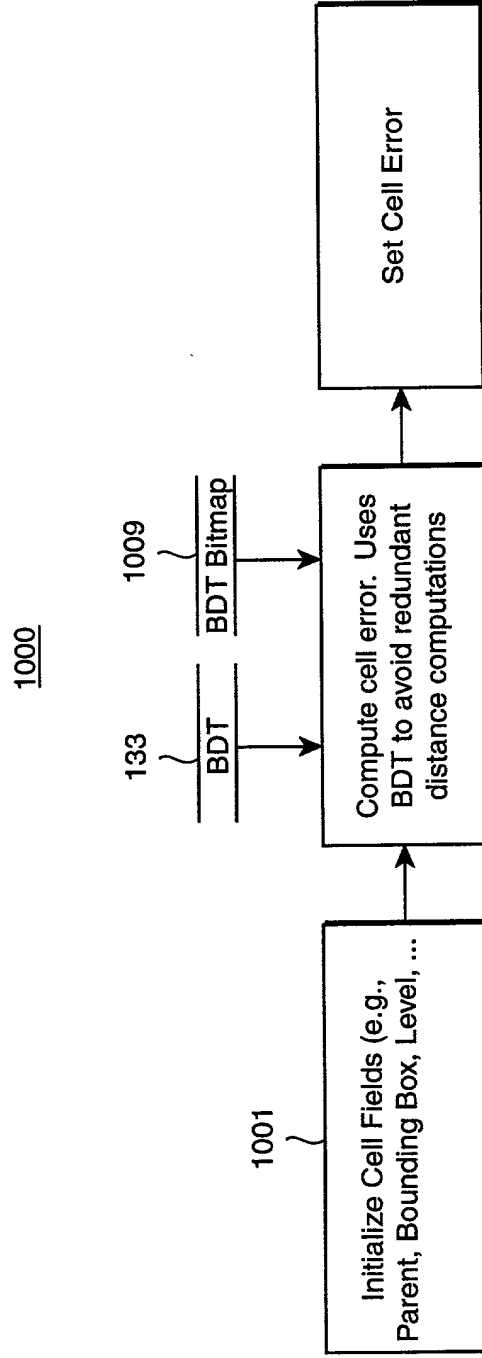


FIG. 10

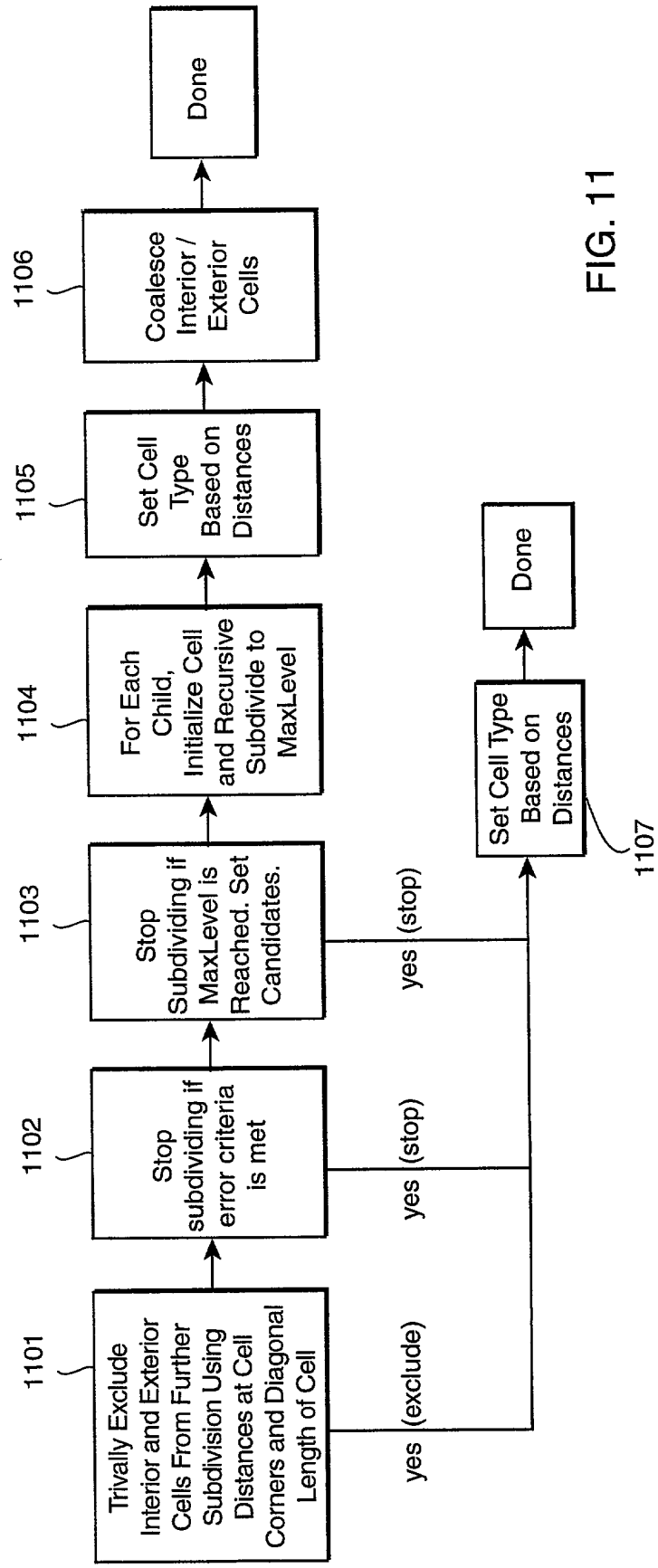


FIG. 11

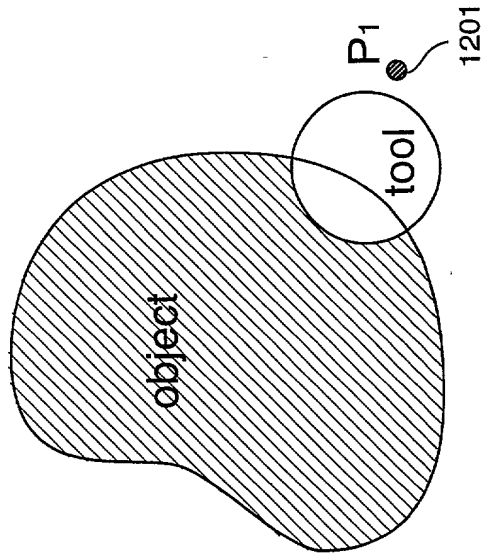


FIG. 12a

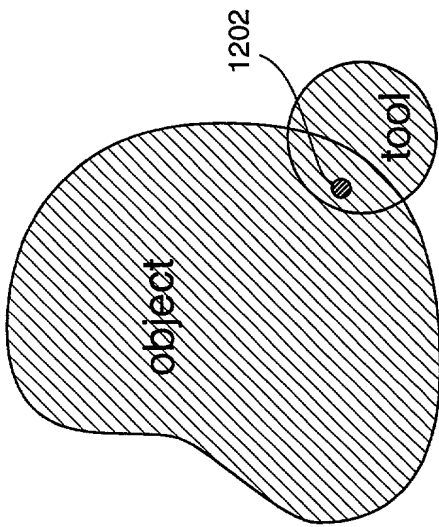


FIG. 12b

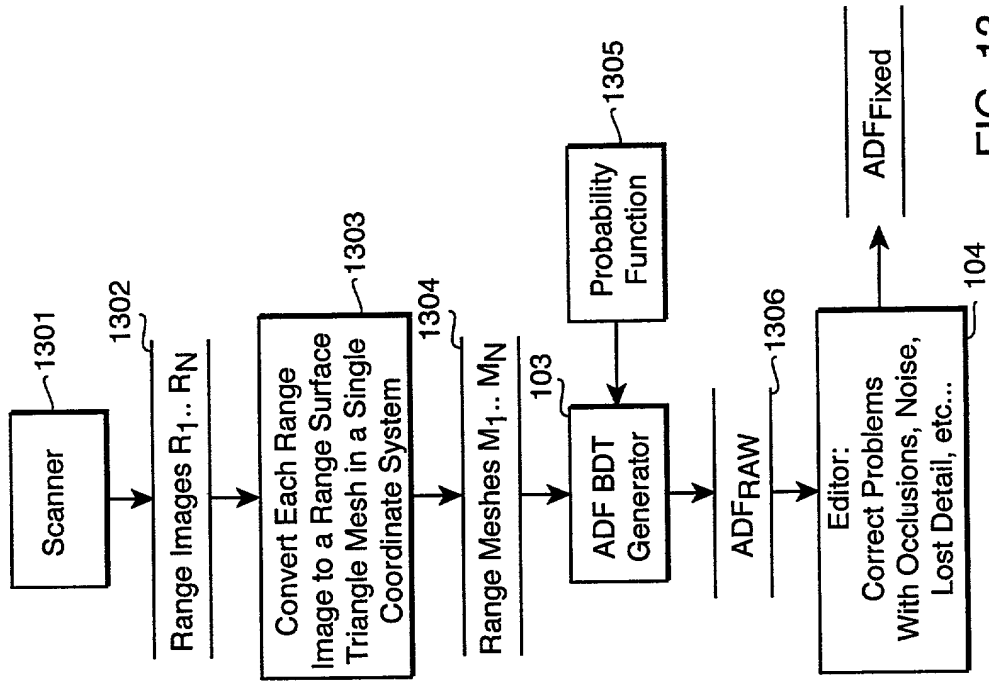


FIG. 13

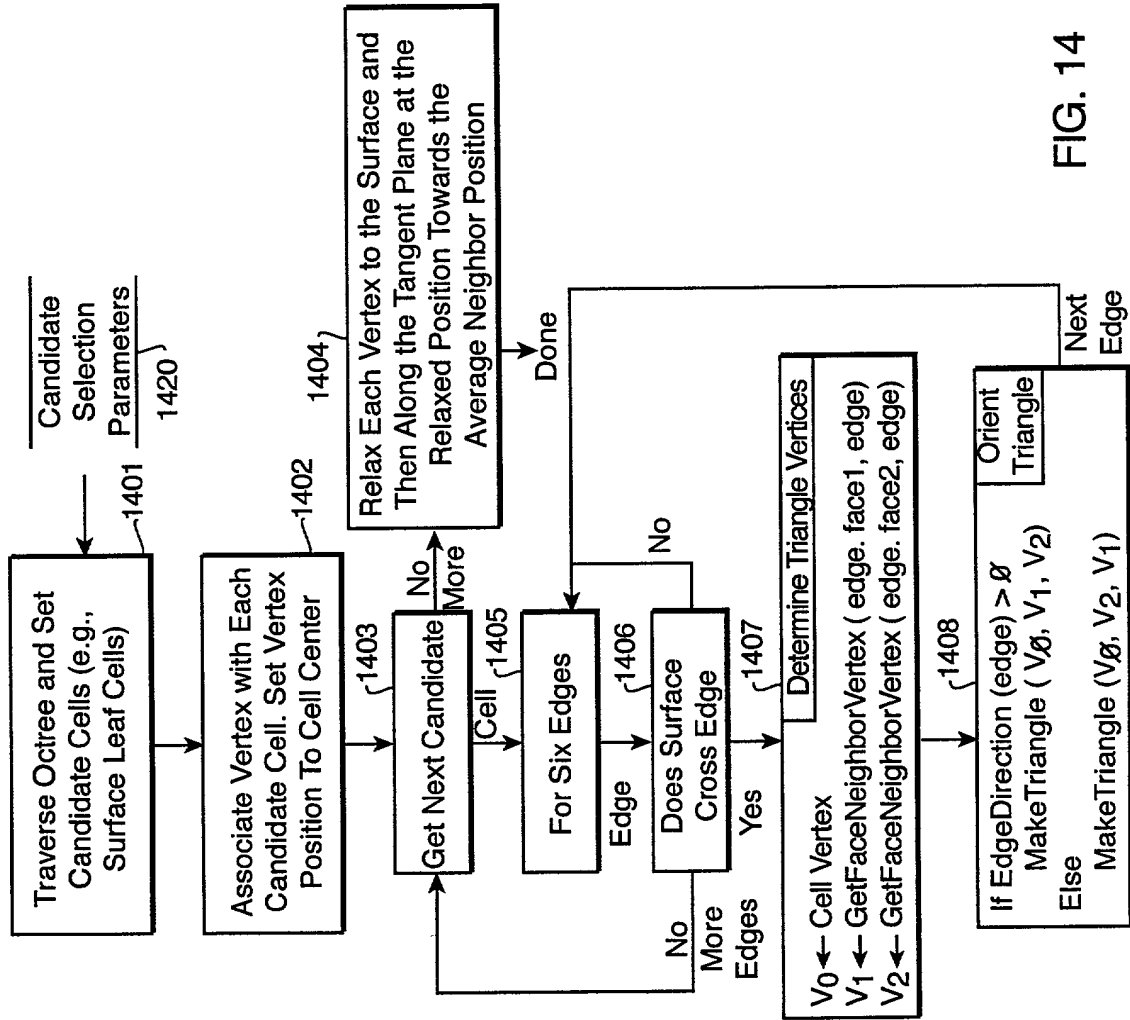


FIG. 14

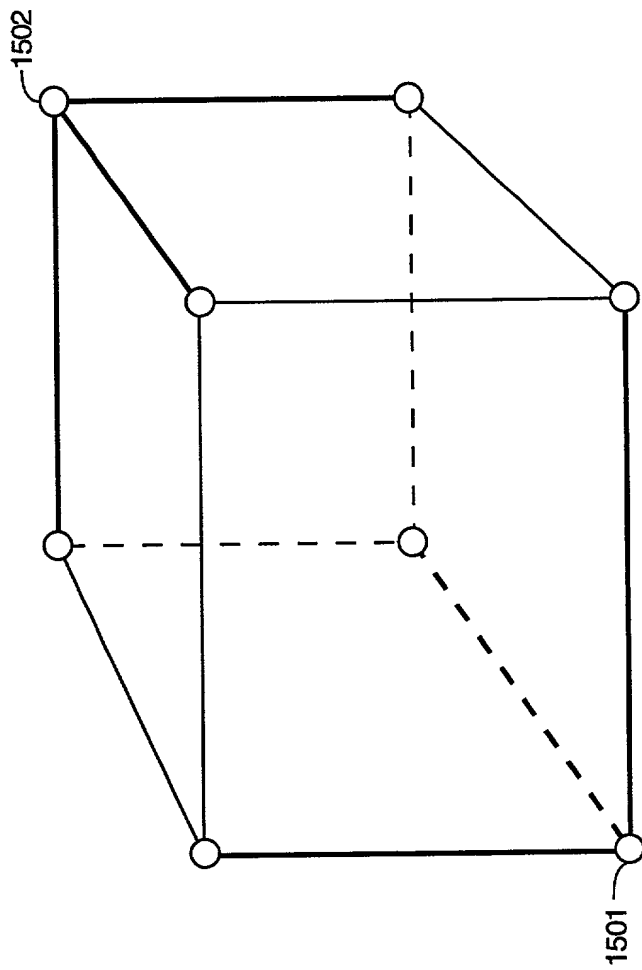


FIG. 15

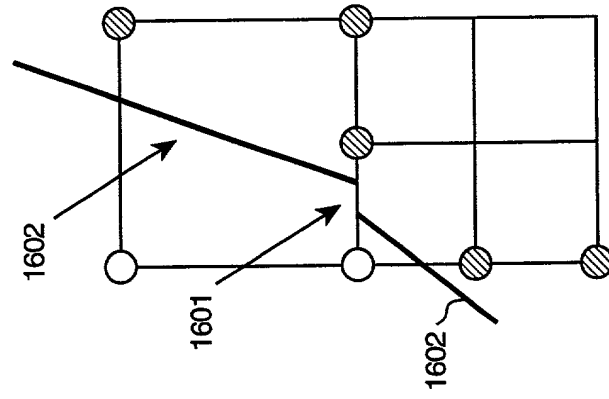


FIG. 16a

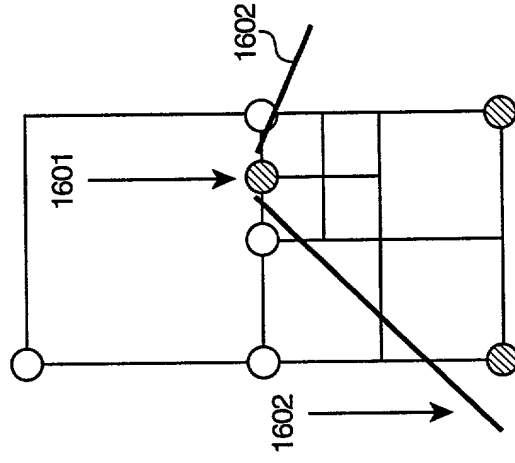


FIG. 16b

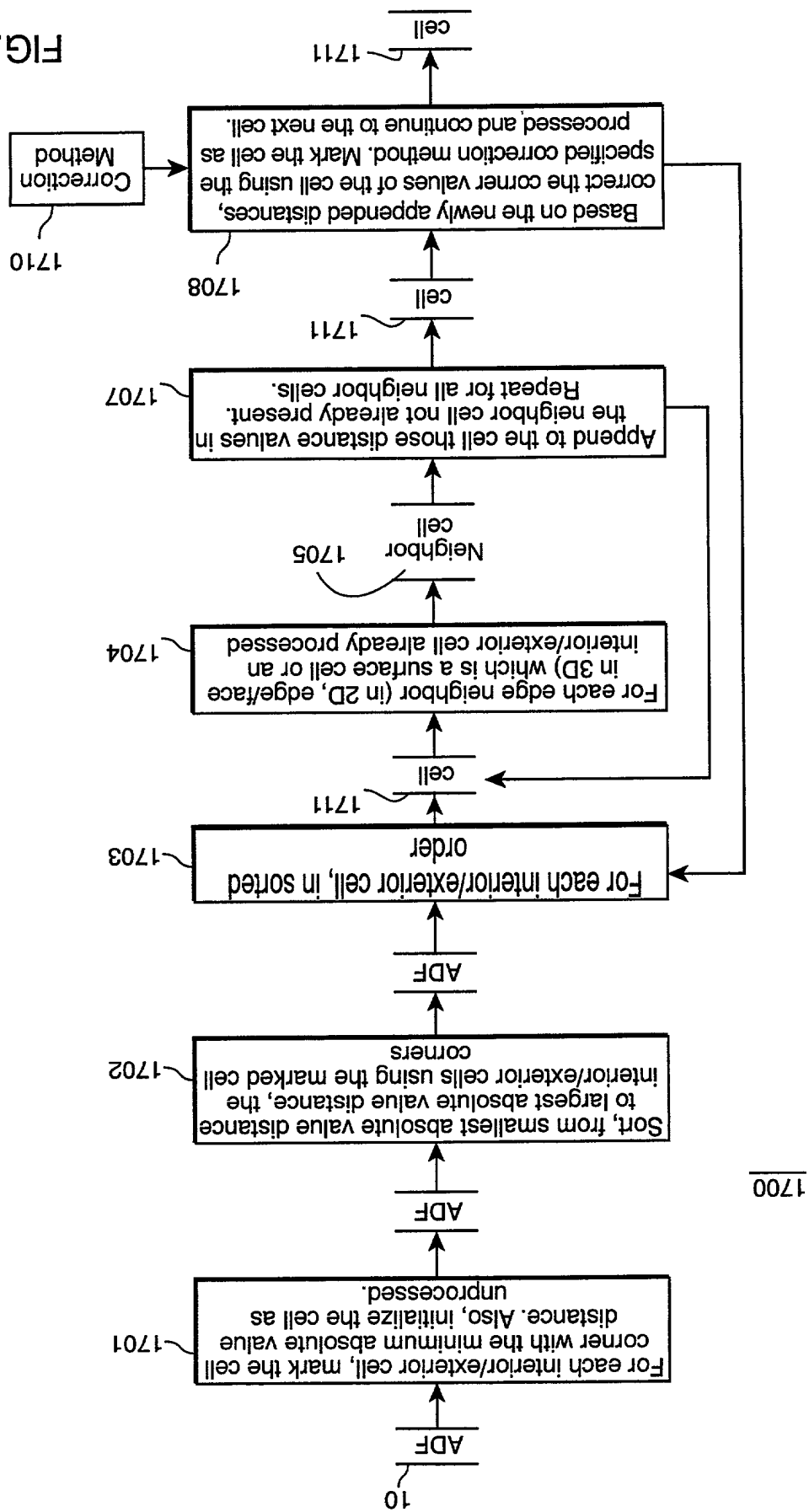


FIG. 17